CHARACTER NAME

RACE

BACKGROUND

ALIGNMENT

EXPERIENCE POINTS

Druid

DRUID CIRCLE

PROFICIENCY

PASSIVE PERCEPTION

INSPIRATION

PASSIVE INSIGHT

AC

INITIATIVE

SPEED

Hit Point Maximum

Temporary Hit Points

HIT DICE

Used Total

d10

DEATH SAVES

SUCCESSES

FAILURES

STRENGTH
- SAVING THROWS
- ATHLETICS

DEXTERITY
- SAVING THROWS
- ACROBATICS
- SLEIGHT OF HAND
- STEALTH

CONSTITUTION
- SAVING THROWS

INTELLIGENCE
- SAVING THROWS
- ARCANA
- HISTORY
- INVESTIGATION
- NATURE
- RELIGION

WISDOM
- SAVING THROWS
- ANIMAL HANDLING
- INSIGHT
- MEDICINE
- PERCEPTION
- SURVIVAL

CHARISMA
- SAVING THROWS
- DECEPTION
- INTIMIDATION
- PERFORMANCE
- PERSUASION

NAME	ATK BONUS	DAMAGE/TYPE

SPELL ATTACK BONUS

SPELL SAVE DC

WILDSHAPE

Used Total

MAX CR

BEASTS SHAPES KNOWN

FAVOURITE SPELLS

NAME	RANGE	CASTING TIME	SAVE
		C	
		C	
		C	
		C	

SPELL SLOTS

1st	2nd	3rd	4th	5th	6th	7th	8th	9th

Cantrips Known

RACIAL TRAITS

PROFICIENCIES

- LIGHT ARMOUR
- MEDIUM ARMOUR
- HEAVY ARMOUR
- SIMPLE WEAPONS
- MARTIAL WEAPONS
- SHIELDS

LANGUAGES

TOOLS & OTHER PROFICIENCIES

FEATURE — LEVEL 2

You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or long rest.
You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.

Level	Max CR	Limitations	Example
2nd	1/4	No flying or swimming speed	Wold
4th	1/2	No flying speed	Crocodile
8th	8th	-	Giant Eagle

DRUID CIRCLE FEATURE — LEVEL 2

DRUID CIRCLE FEATURE — LEVEL 6

DRUID CIRCLE FEATURE — LEVEL 10

DRUID CIRCLE FEATURE — LEVEL 14

TIMELESS BODY — LEVEL 18

For every 10 years that pass, your body ages only 1 year.

BEAST SPELLS — LEVEL 18

You can cast many of your druid spells when in Wild Shape.
You can perform the somatic and verbal components while in a beast shape, but you aren't able to provide material components.

ARCHDRUID — LEVEL 20

You can use your Wild Shape an unlimited number of times.

CANTRIPS & SPELLS KNOWN

Level	R			